

## DECKSTAR ULTRA METALS — STANDARD EDITION

### USER MANUAL

Thank you for purchasing the Deckstar Ultra Metals: Brushed & Polished Texture Pack (Standard Edition)!

This pack includes:

- 8 Diffuse Maps
  - 8 Height Maps
  - 8 Normal Maps
  - Full-perm creator rights (Copy / Modify / Transfer for next owner)
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#### 1. INSTALLATION

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1. Rez a prim or use a mesh object.
  2. Open the build window (CTRL+3).
  3. Apply any Diffuse texture under the "Texture" tab.
  4. Apply the corresponding Normal Map and Height Map under "Materials."
  5. Ensure ALM (Advanced Lighting Model) is enabled for full effect.
- Preferences → Graphics → Check "Advanced Lighting Model."
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#### 2. USING TEXTURES IN CREATIONS

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These textures are full-perm for creators. You may:

- Use them in any builds you sell.
- Use in personal or commercial products.
- Apply them to mesh, prims, or sculptures.

You may NOT:

- Resell the textures as standalone textures.
  - Give away the textures full-perm.
  - Upload them to third-party platforms.
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### 3. OPTIMAL MATERIAL SETTINGS

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Recommended:

- Glossiness: 25–65 depending on metal type
  - Environment intensity: 5–40
  - Normal intensity: 1.0
  - Height/Specular scale: 1.0
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### 4. INCLUDED METALS

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1. Gold Brushed
  2. Gold Polished
  3. White Gold Polished
  4. Black Titanium
  5. Gunmetal
  6. Silver Brushed
  7. Silver Polished
  8. Copper Brushed
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## 5. PERMISSIONS

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Textures:

- Modify: ✓
- Copy: ✓
- Transfer: ✓

Next Owner:

- Modify: (optional for you to set on your products)
  - Copy: recommended for your customers
  - Transfer: recommended for selling products
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## 6. SUPPORT

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For help, IM \*\*Deckstar\*\* in-world.

Extended & Ultra Editions coming soon!

Thank you for supporting Deckstar Creator Tools!